

Programing Mecha Bots

Getting Bots to do stuff

Alternative Rules Bots don't just move about randomly, they require programs to get them moving unless they are equipped with a remote control - or if the Mad Scientist is seated on the Bot, or in the same hex as the Bot. Each bot requires three programming cards. One for when it senses another Bot (**Active** Cards), or Mad Scientist if under **Killer** programming. The second card is for when it doesn't sense something to possibly shoot at (**Passive** Cards) and the third for how it attacks enemy targets (**Attack** Cards). The priority of the cards is Attack, Active, Passive. Attack cards override Active, which in turn override Passive cards.

Programming

If at any time during the Mad Scientist's move, it enters the same hex as their bot, or moves within range of the remote control for a bot, the player may choose to either-

1. directly control the Bot, or
 2. reprogram the Bot - by playing three cards for the Bot.
- When **directly controlling their Bot**, the Mad Scientist forfeits the rest of their phase and stays where they are.
 - The player has total control of the Bots movements and what it fires at.
 - If the controlled Bot moves out of range of control, it stops moving for the rest of its phase.
 - When **reprogramming their Bot**, the Mad Scientist must place target counters if necessary.
 - targeted hexes on the board are placed immediately, anywhere on the board that the player wishes.
 - if the target is a Bot or Mad Scientist, it must be within sensor range and arc.
 - if the target is not, the counter is not placed until a valid target is sensed.

Attack Cards

- **Shoot**—Bot will attack the nearest bot within range but will otherwise behave according to the Active card until it no longer senses a bot.
- **Pursue**—Bot will attack the nearest bot within range and will pursue to stay within weapon range of the nearest sensed Bot.
- **Flee**—Bot will attack the nearest bot within range and will move to as far away as possible from the nearest sensed Bot.
 - Once no bot is sensed, it will return to Passive mode.
- **Killer**—Bot will ignore any bot and shoot at the nearest sensed Mad Scientist.
 - If the Mad Scientist is seated inside a bot, it will shoot the bot.
 - If no Mad Scientist is sensed, it will revert to Active mode cards until one is sensed.

Active Cards

- **Follow Me**—The Bot will always move so as to stay in the same hex as the Mad Scientist, if possible. Otherwise it will move to the closest hex.
- **Follow Target**—The Bot will always move so as to stay in the same hex as the target, if possible. Otherwise it will move to the closest hex.
- **Take and Hold**—The Bot will move towards the target hex by the fastest method.
- **Return Home**—The Bot will move towards the player's lab hex by the fastest method.

Passive Cards

- **Follow Me**—The Bot will always move so as to stay in the same hex as the Mad Scientist, if possible. Otherwise it will move to the closest hex.
- **Follow Target**—The Bot will always move so as to stay in the same hex as the target, if possible. Otherwise it will move to the closest hex.
- **Take and Hold**—The Bot will move towards the target hex by the fastest method.
- **Return Home**—The Bot will move towards the player's lab hex by the fastest method.

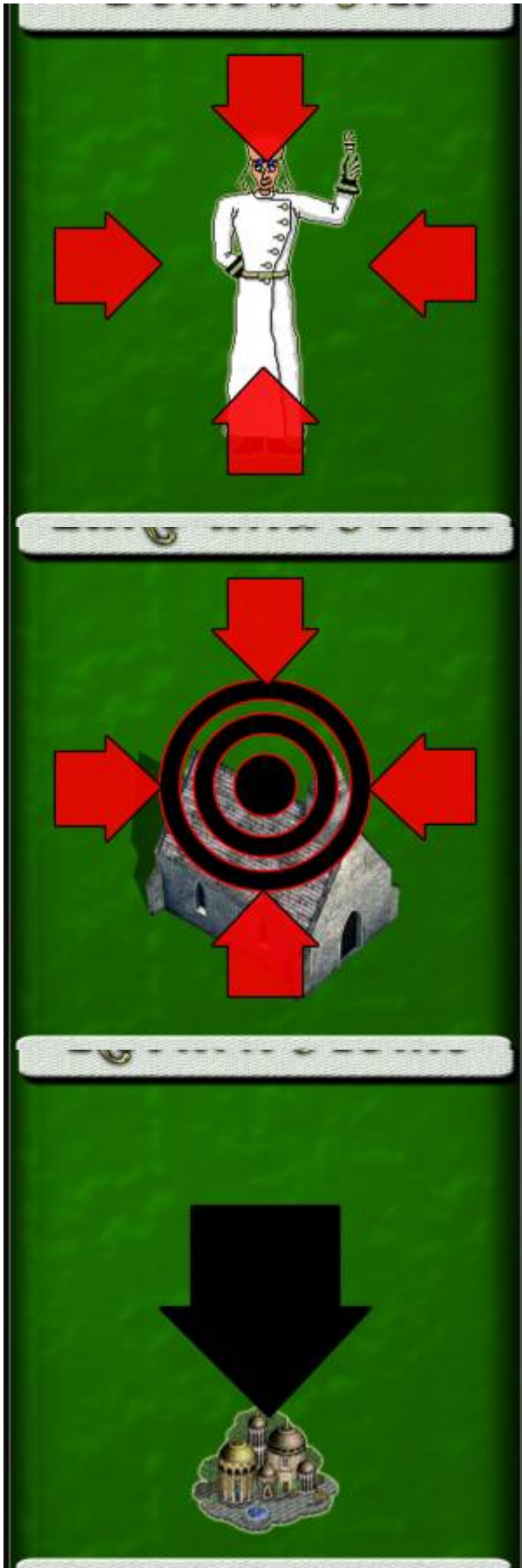
Interpretation

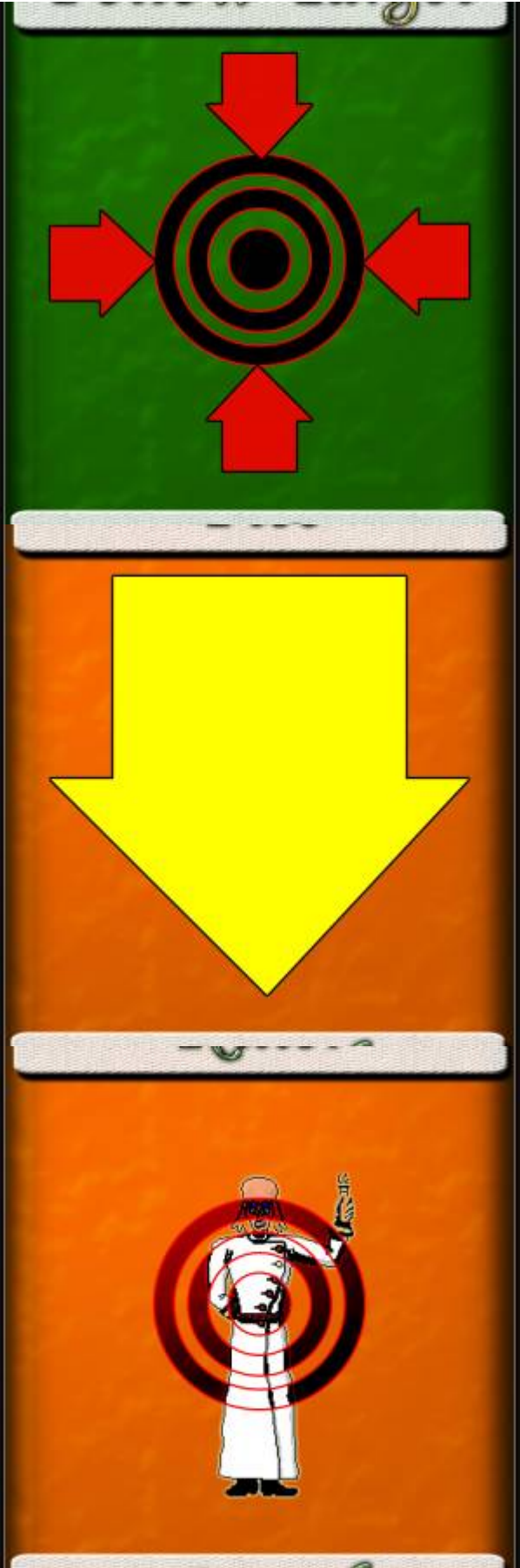
Interpreting how programming cards affect a Bot is up to the players involved - but you should always err on the side of intelligence. If Bots have a choice of movement between ways that may injure them, or destroy property the player doesn't want to destroy - the Bot can choose to go another way.

- “Fastest Method” should be interpreted as - the quickest way to get there at the time. Not necessarily the shortest path.
- “move to stay in the same hex” primarily means closing the distance between the target and the bot.
- Bots can't do the opposite (ie move away from the target) and they should not stay still.
- Bots do not have telepathic sensors. If a target is outside of sensor range or arc (including the Bot's own Mad Scientist) - the Bot won't know where to go if it has orders that require that target (or Mad Scientist).
 - Bots do contain maps of the city, and may target any hex on the city whether it is in sensor range/arc or not.

Cards

300DPI 2.5×3.5” (Magic card size)











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